

Mythic Mastery

MYTHIC HERITAGE:

Demonic Heritage



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Introduction

This book introduces rules for mythic heritages, which allow players to further customize their mythic characters and explore the source of their mythic power. It also includes the demonic heritage, and a number of mythic abilities associated with that heritage.

Mythic Heritage Rules

A mythic heritage is similar in many ways to a mythic path, but instead of representing a character's mythic destiny, it instead represents that character's mythic origins. Any given character can only have one mythic heritage, and once the character's mythic heritage is chosen, it cannot later be changed, but a mythic character's player need not choose which mythic heritage the character possesses as soon as the character becomes mythic. Indeed, in many cases a character's mythic heritage is not immediately apparent, and can serve as a dramatic revelation later on.

Whenever a mythic character would gain a path ability from his chosen mythic path, he can instead choose to take an ability associated with his mythic heritage. Some mythic heritages have a prerequisite. If the mythic character ever fails to meet this prerequisite, he loses access to all abilities he gained from his mythic heritage. If he meets the prerequisite again later he regains these abilities, or he can retrain them the next time he gains a level or a mythic tier.

Demonic Heritage

Characters with a demonic heritage are in some way touched or tainted by the abyss or one of its many agents. While the most obvious source of a mythic heritage is a demonic ancestor—especially a demonic ancestor of mythic power, such as a demon lord—there are other ways that a character could gain a demonic heritage. A character with a demonic heritage could have been the victim of a profane ritual by a cult of insane demoniacs at a young age, which forever left him marked by the Abyss. Alternatively, the character may have a strong connection to the Abyss through a cursed item, or by being exposed to a gateway or rift to the abyss, and touched by its energies. Whatever the origin of a character's demonic heritage, the powers of the abyss are as sweetly seductive as they are terrifyingly powerful, and characters with this heritage often find that their powers are misunderstood by those who would seek to limit their greatness.

Prerequisite: Only characters that are neither lawful nor good can have a demonic heritage.

1st-Tier Mythic Abilities

Abyssal Skin (Su): Your mythic power, with roots deep in the Abyss, manifests as a physical presence on your skin, causing you to adopt a hideous demonic hide that gives you a cruel appearance and protects you from harm. You gain a natural armor bonus to AC equal to 1/2 your mythic

tier (minimum 1). Additionally, you may expend a single use of mythic power in order to gain an amount of damage reduction equal to your mythic tier for 1 round. This damage reduction can only be overcome by weapons that are both good-aligned and made of cold iron.

Abyssal Spells (Su): Your mythic power stems from evil and chaos incarnate, and you can fuel certain spells that resonate with the Abyss with mythic power, greatly increasing their effectiveness. Whenever you cast a spell with the chaotic or evil descriptor, you can cast the mythic version of that spell by expending two uses of mythic power, even if you do not know the mythic version of that spell. You may choose to expend additional uses of mythic power to augment or otherwise bolster the mythic spell, as normal for the mythic version of the spell.

Demonic Power (Su): You draw your mythic strength from the wild and vile demons of the Abyss, and can tap channel their wicked might when you utilize your mythic ability. As a swift action, you may expend one use of mythic power in order to gain demonic power, granting you a profane bonus on all damage rolls equal to your mythic tier for a number of rounds equal to your Charisma modifier (minimum 1). Additionally, the damage from any attack you make while under the influence of demonic power overcomes damage reduction of all kinds.

Poison of Evil (Ex): Your mythic power is drawn from the Abyss, where even the most harmless herb runs deep with poisons of the body and mind, and this familiarity means you can work with poisons of all kinds with ease. You are immune to any poison you create using the Craft (alchemy) skill, allowing you to use any poison you create without fear of poisoning yourself. Additionally, any poison you create using the Craft (alchemy) skill has its saving throw DC increased by an amount equal to 1/2 your mythic tier (minimum 1). Finally, you can expend a use of mythic power as a full-round action to spontaneously create a single dose of any poison whose market value is less than or equal to 100 gp per mythic tier you possess. This poison is created from your body in some way (typically blood, spit, phlegm, or occasionally tears), and you must provide a vial or container if you intend to store the poison for later use.

Possess the Foul (Su): Your mythic power stems from the unclean and vermin-infested reaches of the Abyss, and your power allows you to control the unclean and despised creatures of the mortal realm. As a standard action, you can expend a use of mythic power in order to possess one of the following creatures: bats (including dire bats), giant centipedes (of any size up to your own size), toads, or wolves. This ability functions like the spell *magic jar*, except that it requires no receptacle. For the duration of the effect, the creature's consciousness is transported to the Abyss, where it is tormented by quasits. A successful Will save (DC 10 + your mythic tier + your Charisma modifier) negates the effect. If the target creature is a spellcaster's familiar or an animal companion, it receives a +2 bonus on its saving throw. This effect lasts for a number of hours equal to your mythic tier.

Strength of the Unworthy Horde (Ex): Your mythic heritage provides you with the burning power of the devouring hordes of the Abyss, strengthening you when you swarm your foes. You gain a bonus equal to your mythic

tier on all melee attack rolls made against creatures that are threatened by at least two other characters that are hostile towards him.

Underworld Charm (Ex): The roots of your mythic power can be found in the exotic and cruel beauty of the Abyss, and you share a special kinship with the temptations of evil and discord. You gain a bonus on all Bluff checks made against non-evil characters equal to your mythic tier. You gain a like bonus on all Intimidate checks made against characters who are non-chaotic. Finally, you gain a like bonus on all Diplomacy checks made to interact with characters that are both chaotic and evil.

Wrecking Fury (Ex): Your mythic heritage fills you with destructive desire and wrath, which allows you to demolish and destroy with the joy of pure unfiltered malice. Add your mythic tier to damage rolls made to damage objects. Additionally, you may expend one use of mythic power in order to cause any object you damage with the sunder combat maneuver to gain the broken condition (even if the damage would not normally cause it to do so).

Wicked Notions (Su): Your mythic powers are rooted in the Abyss, a cruel plane of vilest evil and most unruly chaos, and you have not been untouched by those forces, allowing you to recognize those dread forces in others and manipulate those forces to serve your whims. You are instantly able to recognize whether or not any character you can see is evil, chaotic, or both. This ability functions like the spell *detect evil*, except that it requires no concentration and it functions instantly upon any character you can see. Additionally, by expending one use of mythic power, you can attempt to influence any non-mythic character of chaotic or evil alignment. This ability functions identically to the spell *suggestion*, except that the suggestion must be both evil and chaotic in nature. A successful saving throw (DC 10 + your mythic tier + your Charisma modifier) negates the effect. A character who is both chaotic and evil suffers a -2 penalty on this saving throw.

3rd-Tier Mythic Abilities

Demon Summoning (Sp): Your mythic power flows from the underreaches of the demon-infested Abyss and you can call upon that power to summon and bind demons to your will. In order to use this ability, you must expend 1 use of mythic power as a full-round action which provokes attacks of opportunity, focusing on the type of demon you wish to summon. The creature to be summoned must have the demon subtype and must not have more Hit Dice than twice your mythic tier. The chance that the creature appears is equal to 50%, modified by the difference in Hit Dice between yourself and the creature to be summoned. For every Hit Dice you possess in excess of the summoned creature, the chance increases by 5%, but for every Hit Dice the summoned creature possesses in excess of your Hit Dice, the chance decreases by 5%, instead. If the creature does not appear, this ability has no effect. A demon summoned by this ability remains for 1 minute or until slain, and serves you as though summoned by the spell *summon monster I*. A demon summoned by this ability cannot use its summon ability. Alternatively, you may expend 3 uses of your mythic power ability in order to attempt to summon the mythic version

of the creature you focused upon. This otherwise functions identically to summoning the non-mythic version.

Demonic Soul (Ex): Your mythic power originates in the demonic and dark reaches of the infinite Abyss, where the worst beings lurk, and your connection to that place has changed you on a fundamental level, joining you with the lower planes in an undeniable way. You are treated as an outsider with the chaotic, evil, and demon subtypes for the purposes of spells, effects, items, and abilities which reference creature type, in addition to whatever type you were before gaining this ability. Your type does not actually change, and you do not gain the benefits of the demon subtype. If you are affected by a *banishment* spell or similar effect which would return you to your home plane, you are transported to the Abyss instead of whatever plane you are actually native to. Additionally, by expending a use of mythic power, you gain all benefits of the demon subtype (including immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy to a range of 100 ft., and having your natural attacks count as chaotic and evil for the purposes of overcoming damage reduction) for one minute.

Return Whence It Came (Sp): Your mythic heritage connects you to the Abyss and to the foul creatures that inhabit that place, and allows you to banish demons back to the Abyss. By expending one use of your mythic power, you can cast *banishment* as a spell-like ability with a caster level equal to your character level (the saving throw DC is Charisma-based). Demons affected by this ability do suffer a -4 penalty on their saving throw.

Soulless (Ex): Your mythic heritage is inherently tied to the Abyss and the demons who dwell in that foul lower reach, and so deep is your connection to the Abyss that you have no soul. Because of this, you cannot be affected by any ability that interacts with your soul, including spells such as *soul bind*. Your will and life essence still exist, stored in the fabric of the Abyss, and you can be resurrected by resurrection magic as normal.

Unholy Armament (Su): Your mythic origins fill you and any weapon you wield or spell you cast with the power of the Abyss, rending and horribly marring the good and just. By expending one use of mythic power, you cause all your natural weapons, as well as any weapon you wield, to deal an additional 1d6 points of damage to good characters, plus an additional 1d6 points of damage to lawful characters (for a total of 2d6 points of additional damage dealt to characters that are both lawful and good) for a number of rounds equal to your mythic tier. Additionally, while under the effects of this ability, any weapon you wield and any spell you cast counts as being evil and chaotic for the purposes of overcoming damage reduction. This does not cause spells you cast to gain the evil or chaotic descriptor.

6th-Tier Mythic Abilities

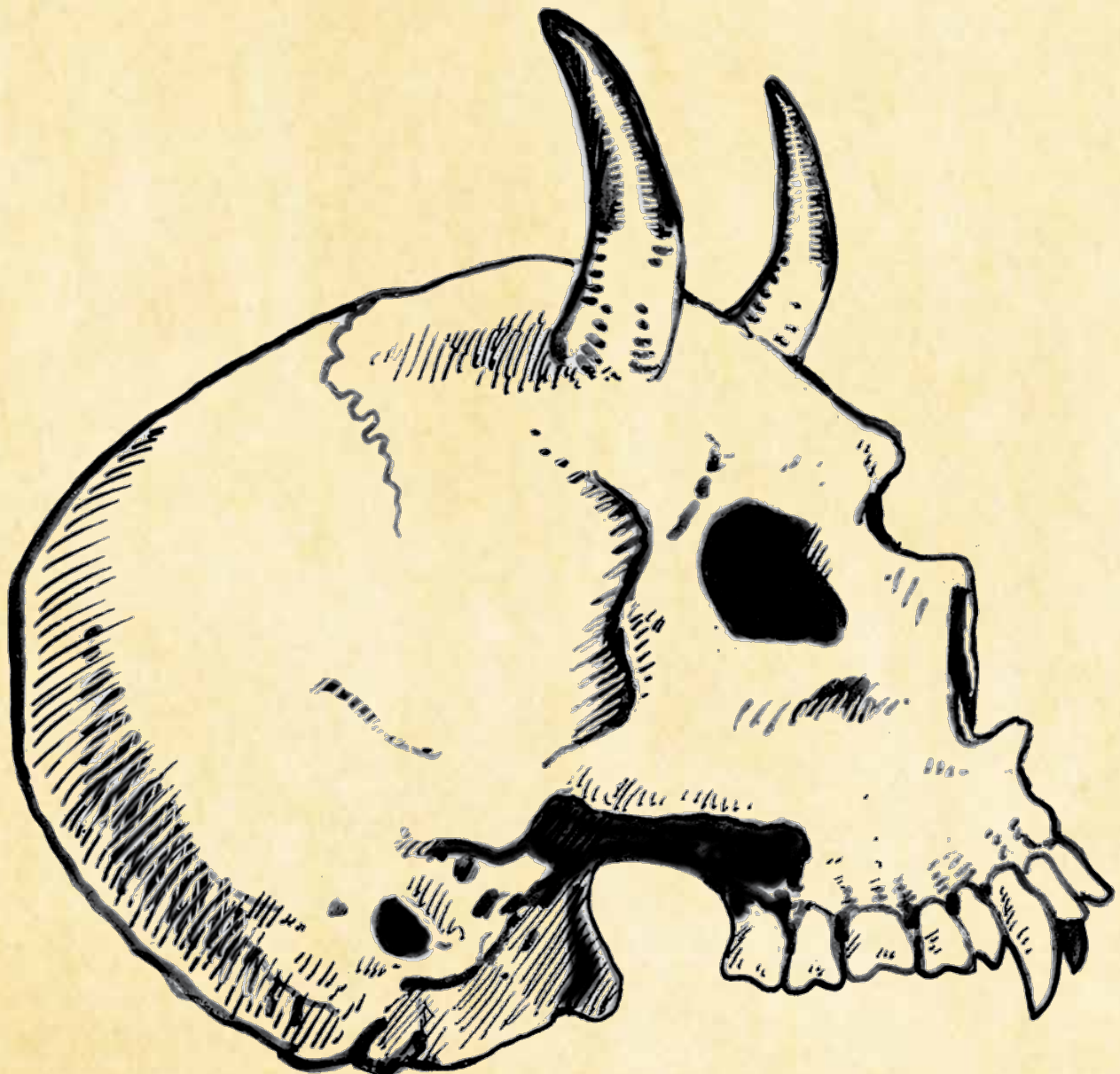
Balor Whip (Sp): You trace your heritage back to a balor, one of the most powerful demons of the abyss. As a full-round action, by expending one use of mythic power, you can conjure a flaming whip much like that the balor uses, causing it to appear in your hand. Treat this as a +1 *flaming burst whip*, except that it inflicts lethal damage regardless

of the target's armor or natural armor. You are automatically treated as being proficient with this whip. If you put the whip down or try to hand it to another character, it winks out of existence, but you can summon another to your hand as a swift action and without expending any uses of mythic power. You retain the ability to resummon the whip in this way until the next time you rest and regain your uses of mythic power.

Death Throes (Ex): Your mythic heritage in the Abyss fills your body and soul with fire and brimstone, brimming with violent combustion ready to bellow forth upon your death. Whenever you are reduced to 0 or fewer hit points, you may expend a use of mythic power. If you do, you unleash a ring of fire which deals an amount of fire damage equal to 2d6 per mythic tier you possess to all characters

(including yourself) within 30 feet. A successful Reflex save (DC 10 + your mythic tier + your Charisma modifier) halves this damage).

Wicked Wish (Sp): While the Abyss is a place of great corruption, it is also a place of extreme temptation, and you are able to tap into the foul desires of mortals to grant them wishes. As a full-round action once per week, you may expend 5 uses of mythic power in order to grant a single humanoid creature other than yourself a wish, as though with the spell *wish*. Wishes granted in this way are extremely unsafe, and are more prone to have disastrous consequences than normal wishes, though the exact means by which the wish is fulfilled are beyond your control.



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Unlock a New Kind of Mythic Power!

Sure, your character's mythic path tells you about the kinds of abilities in which he specializes, and perhaps even gives some clue as to his ultimate mythic destiny, but it doesn't say anything about where he came from, and what made him mythic in the first place. For that, you can turn to a mythic heritage. This new aspect of mythic characters allows for further customization of your mythic character. A mythic character can choose a mythic heritage in addition to his or her mythic path, and doing so grants him access to a number of unique abilities that are designed to reflect the flavor of his heritage, while also being of value to characters of every mythic path.

This installment explores the demonic heritage, and characters whose mythic power comes from demons, the abyss, or similar sources of evil and chaos. Whether your ancestor was a demon prince, your powers come from a profane ritual that you were exposed to as a child, or you're simply tainted in some way by the foul presence of the abyss, this mythic heritage allows you to tap into that dark power. The book includes 17 new mythic abilities, all of which are part of the demonic mythic heritage. Summon mythic demons to aid you in combat, wield a balor's flaming whip, tempt mortals with promises of power, and render yourself immune to anything that would target your black and shriveled soul. This is the power of the abyss, and it can be yours to command.

The *Mythic Mastery* series of products builds and expands on the rules for mythic characters introduced in *Mythic Adventures*. Each *Mythic Mastery* provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in *Mythic Mastery* products requires the use of mythic characters and a mythic adventure, others, such as those focused on exploring mythic monsters, can be used in games of every sort.

